

San Leandro Computer Club

We're Lovable

JOURNAL

June, 1992

SLCC Elections: June 2 California Primary Elections: June 2

If you don't know, don't vote.

An ignorant vote is worse than no vote at all.

(Of course that has never stopped your editor.)

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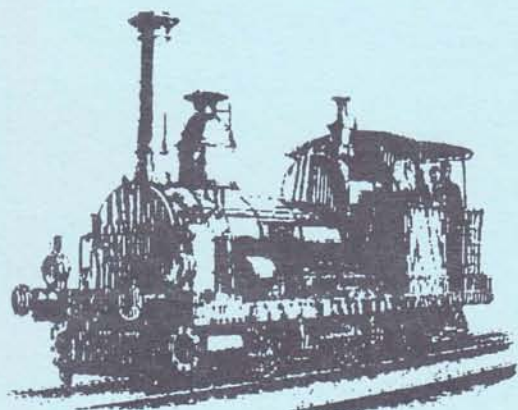
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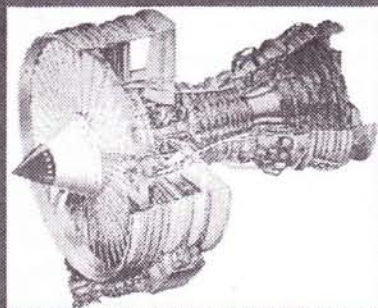
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Editor
Jim Hood

Associate Editor
Ray Thomas

San Leandro Computer Club
P.O. Box 1506
San Leandro, CA 94577-0374

An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the *Journal* and participation in club activities. A membership application may appear elsewhere in this issue.

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General & ST	Keith Sammons	887-2008
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Print Librarian:

8 & 16-Bit	Einar Andrade	484-4484
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Special Interest Groups:

Beginners ST	Jim Moran	865-6122
Beginners 8-Bit	Glen Fowler	530-7128
Business	Ralf Herman	(408) 257-7760
Publishing	Ray Thomas	791-9158

June • 1992

FEATURES

Pounding on the Soap Box

Bob Woolley

Our 8-Bit Disks

Bob Scholar

PLI Special SLCC Prices

Any typos are Hood's fault

Success At Last!

Ray Thomas

Items From Other Bulletins

Ray Cribbs Some & Writes Some

Fast Tech 030 Review

Ralph F. Mariano

May be May Minutes

Jim Moran

..... 4

..... 6

..... 7

..... 8

..... 10

..... 12

..... 14

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CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	Main Meeting 8:00 p.m. San Leandro Library	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Pounding on the 8-Bits

Buy your own / Share what you know / 8 bits are plenty

June, 1992

by Bob Woolley

rrrrrrccchhhh.... (that sound you hear is my soapbox being set up)

It must be the time of year - maybe the fact that my daughter is graduating from college, but I would like to talk about education for a while here. Specifically, computers in education. You see, one of the kids we know is graduating and got his own computer as a graduation present. After eight years of grammar school, four years of high school and four years of college, it turns out the thing he could use the most is his own personal computer. Not that his employer won't have one for him to use..... it is just something he needs to get to know on his own. His machine, whether it is the same as the ones at work or not - his personal computer.

About 16 years late, I would say.

Of course, 16 years ago we didn't really have personal computers, so I guess it is unreasonable to ask why he didn't get one when he started his public school experience. Not so for those little nippers starting their education next September. Why aren't they getting a computer going in, instead of after they get out? Yeah, I want to make little pocket protector nerds out of every kid in America because that's what I like to do, right? Maybe hook electrodes right into their neural "wiring" and fill their minds with "proper thoughts". ***** Try and be objective here, OK? We spend 12 years teaching our kids decimal arithmetic because that is what they are going to be using while they are adults. We teach them English because that's what they will be communicating with as adults. We teach them American Government because that's the system they will be participating in as adults. What do we teach them about the tools they will be using as adults (primarily computers) - zip! Some schools teach a little computers to a few students, but no comprehensive program exists on a state level or even a community level of any consequence.

First question out of your head is: what do they need a personal computer for as adults? I can't honestly be advocating a computer for everyone - only 1 person out of 100 would do anything useful with it! How can you be so sure? Using a computer as a tool for 12 years, learning some simple BASIC programming, being exposed to the internal workings of your personal computer - do you think you won't have any use for it afterward? The main reason most people have no use for a computer is that

they don't know how or what to do with it. After 12 years, a major market will exist for all kinds of uses for a computer - and, everyone will already own one and know what to do with it! Ever consider what people do at their job? Mail this, FAX that.... Talk to so and so, write a memo..... Send an invoice, look up a fact.... You think they won't use their personal computer for any of that? Mail order something? Balance your checkbook? It's all a matter of how familiar you are with your machine.

OK. Let's leave that question and talk about what the kids would do with them first. Maybe your question will answer itself.

Take mundane things, like books. Ever see the typical schoolbook? I'll bet the average lifespan of a book is maybe 5 years. Just in the first year or two, notes, highlighters, answers, creases, tears,,, all appear with grim regularity. In the first few years, before the child can read well, does a book talk? Suppose you buy 5000 books for your school district and before you use them all they go out of date? What if the teacher wants to use just part of a book? Is a book interactive? Can it clarify or expand a concept on command? Can you give books on the same subject but with different levels of difficulty to a whole class? Can you "go to the Library" and get any book from your seat in the classroom? Can you do all that with a computer? Sure!

How about classroom work? The teacher scanning up and down the aisles, looking over your shoulder to see if you were doing your work properly - ready to lend individual assistance to those who might need it. Homework? All those papers to grade at once from the class? Turn in a work in progress at regular intervals? Work at the blackboard? Read someone's paper out loud? Work quietly in a small group? Can all that be done on a simple network in the classroom? Sure!

From a teacher's perspective, how much time do you think they spend in a classroom just handing out and collecting papers? Making copies of classwork? Grading and administrative requirements? What should a teacher be doing - paperwork? (your computer plugged into the network before the bell? Are you in class at all? A netmail excuse for absence?) We had about 30 to 40 kids in classes when I was in school (oh, so long ago). We still have 30 to 40 kids in a class now! Can't we do better than that? Is productivity not applicable to the classroom?

Let's speculate about the activities during a typical school day where everyone has a computer that they can really use.

- 0800: arrival. Log into network, read announcements,

get schedule of mandatory and optional lectures for the day, and submit all homework and work in progress.

- 0820: Traditional verbal delivery by instructor. Written notes on paper or computer.
- 0900: End of first period. 20 minute break.
- 0920: Interactive, city-wide network lecture in advanced topics class.
- 1000: Break.
- 1020: PE in the gym.
- 1100: Break
- 1120: Discussion on the network for current events/personal development. Non-judgemental, ID suppressed mode.
- 1200: Lunch/PacMan tournament.
- 1300: Computer Aided Instruction per individual. Homework from previous day delivered in "mailbox" from instructors.
- 1340: Break.
- 1400: Another verbal lecture.
- 1440: Break.
- 1500: Optional, hands-on labs/clubs. Study hall.
- 1640: School closes.

What is so different with a computer? Well, second period is one thing. You can't have an advanced topic class where the students are spread all over a geographic area without some sort of communication network. Visual images, data and voice can all be transmitted thru the computer network in both directions. For a physically handicapped child, participation from home or a special site will appear as normal as any of his classmates (as will the fourth period discussion). A student's schedule is not cast in concrete each day - it can be generated as the student body signs in each morning. Information can be delivered more quickly thru the network, leaving more break time between each period. Personal interactions during breaks are at least as important as formal study in school.

This is all in addition to the normal computer word-processing, database, and graphics functions that you would have in your personal computer. Maybe 256K of RAM, a 40 meg hard drive and a 640x400x256 monochrome plasma display. That should be sufficient for the average person's computer needs thruout school. Not to mention the entertainment. Think you could have knock yer socks off interactive videos on your CD ROM? Do you think a professionally done educational presentation wouldn't be more interesting to students than your average, dry lecture at the blackboard? Could you send questions to each computer during a test in a different order to discourage "helping"? So, why doesn't every kid get a computer in school? Same reason most things aren't done sanely and sensibly, money and

politics.

How about cost? Well, if we look at producing something in large quantities (millions), we can integrate it down to just a few chips if it isn't too complex. Just how complex does this educational machine need to be? It should have some sound capabilities, versatile graphics, and be fairly fast. It does not need to be able to do super hi-res graphics, sort megabytes of data, do CAD or anything of that nature. While any hardware implementation will surely become outdated every few years, the basic design needs to be no more complex than today's smaller laptop systems. Memory, storage capacity and the like can be improved over the years. Clock speed can be increased as the geometry is scaled downward. Otherwise, for purely educational purposes, nothing extraordinary is required. This would be a base system for every person educated in this state (country?). You want whiz-bang stuff, buy it yourself! Maybe hook it up to your HDTV at home, or your virtual reality station. One thing for certain - with a standard, well defined system in use in every school, the clone makers will get the price down to nothing in no time! But, we have to have a standard.

Can you imagine the Great American Marketing Machine reacting to the proposal that each school child be given a computer? Talk about a battle royale..... You'd have blood in the streets. The company that won would make an indecent amount of money while his competition would just dry up and blow away! Think MS-DOS is a standard? What if every kid grew up with one? What would anyone buy after using their ABC machine for 12 years? You talk about a concrete standard. Of course, everyone and his brother will write software for the thing, which is good. In fact, the data structure, graphics modes, sound format - everything will become a standard accross all computer lines. What's the solution? A committee to build a new standard? Sure. Just what the Great American Bureaucratic Dragon would love. Take maybe 25 years and give us all things to all people. Cost maybe 100 trillion dollars to develop. Why not just use an existing commercial system that is no longer being actively marketed? Get the owner to place it in the public domain and allow anyone who wishes to develop hardware and software? It would have to be well designed, extensible, simple enough to be grasped by the average person, and very flexible for long life.

Now, what would fill that bill?



by Bob Scholer S.L.C.C. 8-bit Software Chairman

SLCC DISK - May 1992

ABOUT THIS D.O.S.

This disk has six GAMES! TAUZ and KELB (from Kassilon) and HOWNICE.BAS (How Nice For You, Dear! from ANTIC) are on the front. The back (runs under Turbo Basic) has UTET (Ultra Tetris), TRAVERSE, and SKEET. Boot the front with BASIC. Flip the disk and use the Menu's BINARY function to load TURBOBAS.BIN for access to programs on the back. (It auto-runs LOADER.ARB, which lets you choose.) UTET and TRAVERSE will only run under TB; SKEET.OBJ can be loaded from TB or any DOS.

CONTENTS (Disk #1005)

FRONT:-

TAUZ- strategy; for 1 or 2; J/S
KELB- similar; but with more options
HOWNICE- action; from ANTIC
SKEET.DOC- just what it says

BACK (in TurboBasic- see below):-

UTET- Ultimate TETRIS
TRAVERSE- strategy for 2; from Kbd
SKEET (Shoot)- M/L action; from ANALOG

PROGRAM COMMENTS

TAUZ (by KASSILON). You try to outflank your opponents men, thereby removing them from the board. When you outnumber your opponent by 2 to 1, you win.

The game is for one or two players, with joystick(s). In one player mode the computer plays the blue pieces. Red always plays first. Illegal moves will not be allowed.

A piece can move in eight possible directions to an empty space; but only one space at a time.

You can jump over your opponent's pieces, never over your own. Pieces are removed when outflanked by the opponent, not by jumping, and not when moved in between two enemy pieces.

You need an 800/800XL/130XE computer with at least 32K RAM.

The game is best for two players. A good player can beat the computer most of the time.

KELB is similar to TAUZ, with some important

variations, as follows:-

You deploy your forces and then maneuver them. Play can occur on three sizes of boards, 5x5, 7x7 or 9x9. During the deploy phase, no outflanking can occur, which means that pieces cannot be removed from the board.

Deploy pieces in pairs, with players alternating turns. The center position may not be occupied until all pieces have been deployed.

Completely enclosing your opponent so that he cannot move any of his pieces is a forced win. The computer will not allow illegal moves.

START restarts the game from the introduction screen. SELECT saves the current game position and all parameters (score, No. of players and sticks, and difficulty level). OPTION reloads games saved as above.

You need an 800/800XL/130XE computer with at least 64K RAM.

From the introduction screen, you can choose the No. of players; the No. of joysticks; the size of the board; and the level of difficulty.

The number of red pieces remaining in play is shown on the top left side of the board. Blue pieces are shown on the top right side.

HOWNICE- (HOW NICE FOR YOU, DEAR) by Gwen Lenker, from ANTIC 12/88; is based on ESCAPE FROM HELL by Tony Barnes (ANTIC 6/88). It's a fast action game for one player and J/S; in six levels. The original DOC is on the front of this disk.

UTET (Ultra Tetris) by Tim Truesdale, is another TETRIS clone; with some major differences. It has an excellent DOC (ULTRA.DOC), in 80 column format, which explains everything. Written in TurboBasic, it will only run on XL/XE computers, and with TB! See above, to boot the back of this disk. To copy this game to another disk; be sure you include all the files listed in READULT.1ST and put TURBOBAS.BIN on the same disk (you might also want to rename it AUTORUN.SYS).

TRAVERSE by Keith Manning, is another TB program. IT includes DOCs. For two players, it includes some of the features of chess and chinese checkers. Play it from the Keyboard.

SKEET (Skeet Shoot) is an all M/L, fast action game by Tracy Jacobs, from ANALOG #76 (9/89). One reason for including it is to show that TurboBasic can run BINARY files without going to DOS. There is a short DOC for this program on the front of the disk.

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If you attended our last meeting, you know that PLI extended a special pricing offer to those of us in attendance.

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56000	Infinity 44MB Removable Cartridges Formatted & verified			139	79
56010	Infinity 44MB Removable Cartridges Unformatted			109	69
56055	Infinity 88 Removable Cartridge SCSI Drive ZFP chassis	20	1.25/4	1099	699
56500	Infinity 88MB Removable Cartridges Formatted & verified			279	128
56505	Infinity 88MB Removable Cartridges Unformatted			229	123
10305	SCSI CD ROM Drive External, ZFP chassis	380	1.5	799	559
59100	Infinity Magneto Optical 3.5" Sony SCSI Drive External, ZFP chassis	40	3/4	1999	1399
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59021	Magneto Optical Media; 5.25 PLI Plastic, 512K Block			239	115
59022	Magneto Optical Media; 5.25 PLI Plastic, 1024K Block			239	115
59503	DAT Tape SCSI Drives 2GB Internal w/out Retrospect		2.8/4.8	2399	1459

Success At Last!

By Ray Thomas, DTP Sig Leader

I guess I can report success in a couple of areas associated with my ST.

One is my effort to get someone at Soft-Logik to actually talk to me and help me fix some of the problems I seem to have with Pagestream.

The other is getting my own laser printer before I go broke paying an average of 75¢ each for laser prints at a service bureau.

I finally got the laser printer. It's a used SLM804 with UltraScript (which, of course, doesn't work with PageStream 2.1). It does an excellent job, now I've solved a couple of minor problems I discovered when I began using it.

I used the first success to help me fix the problems with my laser printer by taking Jim Hood's advice to call Soft-Logik at the "crack of dawn" here, which is 9 A. M. there. When I did, I actually got answered, **twice in the same week!**

The first answer was to get a copy of the new SLM804 printer driver to solve the problem of having everything below the 5/8" mark down from the top of the page offsetting itself to the left (or right—I can't remember).

That problem was caused by a bug in the old printer driver. The new driver cured it.

I might also add that the new driver also allowed me to get rid of the Diablo Emulator program that was originally required, since the new driver drove the printer by itself.

The second answer came when I found that I couldn't print anything below six points in certain fonts without it making them look like they were printed at about 40 DPI.

This time, I got Mark Wetzel,



who suggested several things, none of which worked. So I made laser prints of everything I did and labeled them, then sent them to him.

Several days later, he called me back and told me to remove the dot matrix screen fonts from the Triumvirate, Times and Garamond files (the ones with "12H, 18H, etc."), and then have Pagestream update the files (after opening the program without calling up a file) and default it.

What this did was to make Pagestream use the "outline" font technology for the screen display. He told me this would slow down the redraws (mine are already so slow, I can't really tell the difference), but it's worth it.

This also had another effect. I had been having a problem with the "em" dash (the long one) extending into the next letter, forcing me to have to put two spaces after it every time I used it. Since I took his advice, I haven't had that problem, so maybe these files were at fault here, as well.

Another advantage I've noticed is that most fonts are readable at much smaller sized screen representations. For instance, I can now read 10 pt. type at actual size, which has saved me some problems when using wider columns.

I don't know—maybe I just got "spoiled" with the "800 num

ber" and the quick response I got when my Amstrad was new and I needed to call for help. They were rarely busy, and I can't ever remember not getting through immediately—and it was on their nickle, too! Of course, they aren't operating in the U. S. market any more.

But I think I can work with having to wait until the next morning and calling them early when I need to get help, as long as I do get some help—which I think I will be able to do now, thanks to Mark Wetzel.

He also gave me some hope than there will actually be another Atari upgrade that takes care of most of the problems. I hasten to say this was not from something he said, but by what he **wouldn't** say. There were some questions he said he couldn't answer—which told me that things were "in the works," since if things weren't in the works, he'd have just told me so.

There's another problem with my laser printer I didn't ask him about, but which I will, next time we talk. It is that my laser printer tends to print everything 1/16" higher on the page and 1/16" to the right of what I've got set in the computer.

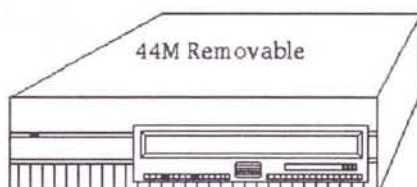
This isn't a major problem, since I can compensate for it by moving everything up and left by 1/16" before printing. But sometimes I forget until after I've printed. This forces me to go back in, change it, and print again, and I'd just as soon not have to worry about that, if possible. Of course, this might not even be a problem in the software. In that case, he still might have heard how to solve it. I'm not going to bother him just for that, but I'll keep it in mind...

ATY COMPUTER

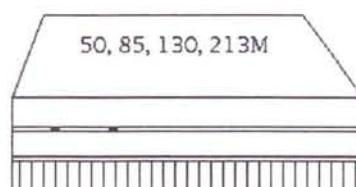
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FROM THE ATARI WORLD

ITEMS FROM OTHER BULLETINS

One of the nice things about doing a bulletin like this one is that the editors allow us to "lift" items from their bulletins, as they do from ours. The following items have been "sniffed out" for you from several bulletins.

WARP 9

(Stolen from ZNET Online Magazine #92-13 by way of the April 1992 issue of ST ACE. You may not notice, but we attempted to remove a few of the extra superlatives you always find in a press release, and even a few mentions of the product's name and lots of exclamation points.)

CodeHead Technologies has announced the release of its brand new software accelerator, Warp 9.

On January 1, 1992, we took over support and development of the popular Quick ST screen accelerator from Branch Always Software. It has taken over three months to complete the modifications necessary to turn it into a CodeHead product, but it is well worth the wait.

The resulting fruit of our labors is Warp 9. The fastest, most compatible software graphics/text accelerator ever for the Atari line of computers.

We've decided to give it this new name because it has changed so dramatically that it's hardly recognizable any more. The only similarity between Warp 9 and its predecessor, Quick ST, is incredible speed.

Although Warp 9 has a completely new user interface and many new features, the major benefit over previous screen accelerators is **compatibility**. Literally dozens of bugs and compatibility problems have been eradicated. It now works fine with FSM GDOS,



and problems have been eliminated with Touch-Up, PageStream, and many other programs where redraw and other problems existed. It also works fine on the TT and accelerates the graphics of TT Medium resolution remarkably.

WHAT IS A SOFTWARE SCREEN ACCELERATOR?

Warp 9 works by intercepting operating system calls. Most of the normal operating system calls are not written with the utmost efficiency (in mind) as far as speed is concerned. Warp 9 uses highly optimized assembly language routines which can give you speed increases of 400% all the way up to 1200% or more. That's from 4 to 12 times faster!

The difference is immediately noticeable in almost every area of your computer activities. Text, graphics, and windows fly onto the screen. Once you try using Warp 9, you'll never allow yourself to operate without it again.

NEW FEATURES

The user interface of Warp 9 has been completely revamped. The Warp 9 program installs in your AUTO folder, giving increased speed to the loading of your AUTO programs. The effectiveness of a software accelerator is normally diminished by the additional overhead of the other resident programs installed in your system. But Warp 9 uses a special trick to avoid this problem. The

Warp 9 Control Panel accessory communicates with Warp 9, telling it to reinstall itself, giving it a prime position for acceleration.

If you want to save memory by not installing the Warp 9 Control Panel, you can auto-run our QuickGrab program, which will provide the same function. This gives you the best of both worlds: the utmost in speed during the bootup process, as well as at the desktop level and in your applications.

Besides speed and compatibility, Warp 9 offers you all of the same features available in Quick ST, and much more. You can replace the system screen font with one of your own or choose from any of the six dozen fonts included. You can also change the system fill patterns, altering the look of your windows and dialog boxes. You can change the desktop's background pattern by using a custom fill pattern, or even load a picture in any resolution, including the TT resolutions.

Warp 9 can load pictures in many formats, including P11, P12, P13, PC1, PC2, PC3, TNY, TN1, TN2, TN3, and PNT. The font, fills, and background pictures can be configured to load automatically when you boot up. Fonts and fill patterns can be added by using the included Customizer program.

There's also a completely configurable mouse accelerator built right in. You can tailor the acceleration to your own needs or choose from one of the four preset configurations available.

Other optional mouse features include "blocking" to keep the mouse from accidentally entering the menu bar area, "jumping," to force the mouse to the menu bar at the click of the right mouse button, and separately configurable horizontal and vertical wrap-

around of the mouse when it reaches the edge of the screen.

Warp 9 also includes the functionality of FunkAlert, the shareware program by Charles F. Johnson. This gives you the ability to select any button in any standard alert box by the simple press of a function key. You can turn off the system Zoom Boxes, too, for even more speed.

A well-written 50 page manual gives detailed instructions for using every facet of the program. Warp 9 will be shipping as of March 30, and the retail price is \$44.95. Contact your local dealer or order directly from CodeHead Technologies. MasterCard, Visa and American Express are accepted. For shipping, add \$3 for U. S., \$4 for Canada, and \$6 for overseas.

Owners of any version of Quick ST or Turbo ST may purchase Warp 9 for only \$20 by returning their original disc with payment to CodeHead Technologies, P. O. Box 74090, Los Angeles, CA 90004 or phone: (213) 386-5735.

SMITH'S RULES FOR PROGRAMMING

(From the South Bay Atari Enthusiasts Gazette "ONLINE" column by Robert A. Smith)

While searching for another idea for this monthly column, it occurred to me that there is little information available about what a programmer goes through while writing and distributing new software.

I have written a number of programs over the years and I would like to set forth the following rules that always seem to play in the overall equation:

Smith's Rule #1: Regardless of how simple your idea is, the computer will show you endless examples of incorrect program execution and test your logic skills to the maximum.

Smith's Rule #2: Your computer and/or hard disc will crash one or more times, particularly when the program is almost complete and the backup file is over ten minutes old.

Smith's Rule #3: The time required for debugging a program exceeds the life of the average programmer. There is ALWAYS at least one more bug that defies capture.

Smith's Rule #4: Your program is guaranteed to crash and burn, with incredibly strange behavior during the introductory demo before your friends and store owners.

Smith's Rule #5: Regardless of how many times you have proof read the manual for the new program, a typo or misspelled word will appear, right after the final 1,000 or so copies have been printed. (That's a "Type 4 Typo," according to us print publishers. See the next item after this article. -RT)

Smith's Rule #6: The program will run on each and every computer you own. However, there is no guarantee it will run on any other computer.

Smith's Rule #7: Watch out for the urge to continually improve your program and add little endless series of features. A finished program is like a well-balanced scale, and ANY new line of code will introduce an incredible variety of new bugs and crashes that can turn your hair gray and give you an overwhelming desire to FORGET about programming.

TYPO TYPES

(This item is not stolen from another bulletin. It is an original article by your erstwhile Associate Editor)

It occurred to me while typesetting the above, that there are a series of rules for print publishers, as well, and among them are the various different kinds of typos you will always find in any printed

document. Here they are:

Type 1: These are the typos you see on the screen as you are typing the last column.

Type 2: These are the typos you find when editing the copy before making laser prints or Lino prints. These are the last of the "easy to correct" typos.

Type 3: These are the typos you notice as your pages come out of the laser printer or Lino.

Type 4: These are the typos your eye just naturally falls upon as the last page of a multi-million copy print order comes off the press. They are always typos that ruin the entire printed piece, once you know they're there.

Type 5: These are the ones one or more readers always gleefully write or phone to call your attention to during the time of normal circulation of your publication. They always try to make you feel stupid when doing so.

Type 6: Ten years after that particular issue of your publication comes out, someone will be wrapping a fish or the garbage with it and will notice a typo. So naturally, they immediately write or call you (collect, of course) to let you know about it.

These are the general types of typos I've noticed over the years and, after a while, they fall into categories, just like the "rules" in Smith's article.

Maybe you can find a few Type 5 Typos in this issue. If you do, please don't call them to our attention. We've probably already noticed them as Type 4s and would like to forget about them.

Please bear in mind that some people spend a lot of time looking for typos in every publication they read, and we try to please everybody, so we make sure there are a few in every issue.

Drat! Here I am with six lines left to finish this page, and I don't have anything else to stuff in here to fill it out! Maybe if I put some more leading between the lines?

FAST TECH 030 STR

"Only thing missing is the Air Bag!"
From ST Report March 13, 1992
No.8.11

by **Ralph F. Mariano**
By way of *Inside Info* #58



Fed Ex arrived on Saturday morning two weeks ago. As the driver walked to the door, I mentioned to my son Victor that "this must be from Jim Allen". After all he said he was gonna use FedEx. Allen's got real class.

As I opened the cardboard box, my heart sank! I could hear "rattling" inside. No.... it wasn't a snake! I removed the remainder of tape on the cardboard box and finally got inside where I found another box. This one was a special, "electronics shipping container" one corner was crunched, (the front left), a piece was broken off both the top and the bottom in that corner.

Once the tape was removed from the rigid box, I opened it too. In it was found a very well cushioned PCB whose design was, IMHO, gorgeous.

When held up to a bright light, it became evident that

this board was of the highest quality and deeply multi-layered. Light simply would not pass through where the layering was.

The Board had the 68030 and its companion math coprocessor installed. The appearance of the board and its layout is very impressive. Every inch of available space is put to good use.

Ok, so much for the good looks of this zoomer, let's get to the good stuff. The actual installation took all of 2 minutes! It took 15 minutes to remove and replace the cabinet screws. <sigh> The sweet aspect is there were NO ancillary programs to run, no software patches for the auto folder and absolutely no initial bootup problems. The board arrived with a disk and very simple, easy to follow, installation instructions. On the disk were the normal TOS 2.06 files, cpx files and a few nor-

mal files like Pinhead, etc..

Almost every major software package in my library was checked with Fast Tech's 030 40 Mhz Zoomer. The moment the system was turned on, the change was more than evident. Bootup speed was lightning fast and of course the new TOS 2.06 was dynamite. The entire system responded beautifully to the 030. Everything was "smiling".

Now for a closer look. Let's consider Pagestream's print speed for a normal file with two images in it, (8 secs), everyone, myself included, makes noises about how slow it is when printing. Imagine.. Pagestream running as fast, if not slightly faster than Calamus 1.09. Better yet, NOW imagine my pure amazement when I ran Calamus and printed a similar file. (4.5 secs) It printed so fast, that the "print screen" hardly had

time to arrive!! The screen redraws on both of these programs where a sheer _delight_ to watch. Jim Allen has certainly outdone himself with this 'rocket' design.

Pagestream has all the fast bits set for fast loading (including the drivers & importers) but I've never seen it load in 3 seconds. Almost "eyeblick fast". Calamus ran like the thoroughbred it is. It "seemed to sense" the increased speed and zipped right along effortlessly in every function I tried. During our Usergroup Meeting, one of our members, Scott Lemmon, tried the system and remarked at how fasssst the scrolling moved in the desktop's windows.

Moving right along, I booted Touch-Up and proceeded to load in my favorite image file. The Enterprise was drawn in a moment or two, the real speed increase was also incredible with the re-draws. MegaPaint was absolutely divine at this speed. "Eyeblick fast" is an extremely conservative description of the performance the 40Mhz 030 gave my DTP system. Mind you now, this was all on a 24" monitor, you know the ones that everyone says "take longer to do their thing because of their size"? Let me tell you this the Image Systems monitor was "rockin' n' rolling right along." It was

as fast, if not faster still, than my SM147 at 16Mhz doing normal everyday things.

Now comes the moment of truth. I mean... what program do I use the most? Hard to say, but between the Archivers and Word Perfect it runs about equal. Which means to say I have plenty of experience with both.

Now that I've established that, let's look at LZH. Coming from a quick 16Mhz Mega4 system (T16), to the 030's 40Mhz certainly removed ALL "the wait" out of LZHing or UNLZHing a file. The hash marks dropped in 1/4 sec. increments. Very Impressive. ARC 602 threw smoke the first time I ran it went so fast. 40 Mhz is quick ...really. VERY quick.

Word Perfect 4.1 (April 18, 1991) was about to get a double dose of hyper-adrenalin. If WP's people could see this baby smokin' along they'd probably rethink their position on upgrades. I use WP every day and most all day on Fridays.. <grin> The Spell Checker is slooow or should I say is usually slow, with Mr. 030 in the Mega4, the Spell Checker did a 160k file in a matter of seconds. Next the Ascii Printer would taste the effects of the 030.

Every week, STReport is printed to disk as a formatted ascii file. Every week, like clockwork, I can

take a short hike as this event takes place. For two weeks though, the time to print the entire issue to disk was almost momentary when compared to the usual 10 to 12 minutes it normally takes. The longest it took with the 030 installed was 2 3/4 minute for a 160k file. I can remember a while back when I was on the phone with one of the support people at WP, I asked about the Dictionary Optimizer, he said it takes forever but he said it too late. I had already booted it. It was running under the T16 and was completed in less than a minute and a half. The support person was astounded. Can you imagine the surprise they'd get now when they saw the Spell Optimizer complete its task in 54 seconds? It normally takes well over 3 minutes to do a well used dictionary.

In closing, if you are contemplating the addition of this fine upgrade to your system, don't hesitate go for it! The remarkable improvement is more like installing a new computer instead of an internal upgrade. The installation, once again, requires absolutely no soldering or the use of _any_ special bootup or patch programs. This unit is well worth the investment. Its design is truly professional in every sense of the word.

Moran's Memorable May Minutes

General Meeting Minutes May 5, 1992

The meeting was called to order by President Woolley at 8:00PM. All Officers were present.

Visitors were introduced and a short question and answer period was held.

The members were brought up to date on our upcoming ATARI EXPO which now has a firm date of the 12th and 13th of December. The date change from the original July date to December was done to allow additional time for all the work that had to be done and to fit in better with ATARI's show schedule. With a little luck the new ATARI machines will be available not only to be demonstrated but to be sold during the EXPO...

The EXPO will be held at Exhibit Hall A, San Jose Civic Auditorium. This is the same hall we had our 1st EXPO in a few years ago. With 18000 square feet at our disposal we should have room for everybody including Woolley's gang.

Tonight's raffle prizes are a joystick, an 8 Bit ATARI assembler book and would you believe a MIGRAPH scanner courtesy of Bob Brodie, the big man at ATARI. (The biggest by far. He probably has fifty pounds on any of them.)

The night's guest speakers, Marc LeBaron and Fred Swan, were from PERIPHERAL LAND INC. makers of computer storage devices. Some of the ATARI products they make are Hard Disk Drives, Winchester (SyQuest) removable hard disk drives, CD Rom drives and Magneto-Optical drives.

After giving a bit of history about PLI, who has been around a number of years making drives mostly for Apple Macintoshes, Marc gave a short explanation of each of their drives, how they worked and what they cost. The drives varied in capacity from 50 Meg's to 2 Gigabytes. The costs varied almost as much, with the extremely small hard drives at the low end of cost and the Magneto-Optical

drives at the high end.

8 Bit software chairman Bob Scholar presented this month's floppy. There are several games, some pictures and a utility named CARD-TRIX.BAS. (this must be the one Woolley uses to draw the raffle tickets.)

The raffle was abused in its normal way with Woolley's brother, Peter Chen (you know—the same guy who "won" Calamus) being the big winner of the Migraph scanner.

Last but not least Nominations for Officers were taken with the following results.

President	Bob Woolley
V. President	Bob Brodie
	Jim Hood
Treasurer	Glenn Fowler
Secretary	Jim Moran

I hope you realize that if some of you don't get off your you know whats and run against some of this incompetent, greedy, do nothing bunch of high dollar supposed Officer nominees we will have another year of crooked raffles. Show up at next month's meeting ready to run against 'em.

After this fiasco there was nothing left to do but adjourn the meeting.

Jim Moran - Secretary

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w/12" Color monitor..... \$729	w/12" Color monitor..... \$929
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Keith Sammons says that he outdid himself by actually getting us guest speakers last month and he doesn't want us nagging him this month, so figure on another boring election meeting. If none of the other offices are contested by ballot time, I will withdraw from the hard fought VP race and we can have another election by acclamation. There will be some raffle prizes, unless I forget to bring them.

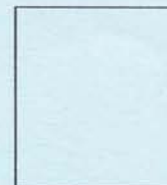
Winners Circle has generously donated four programs to our raffle pot. They are Thunderhawk, Stealth, Twist and MultiGEM. We will spread them between the General Meeting and the ST SIG.

There may also be a Special Summer Raffle Prize. Then again there may not.

Don't you love these tightly structured meetings? Jim

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